



SYZYGY CO.

ENTERTAINMENT ELECTRONICS DEVELOPMENT

2962 SCOTT BLVD.
SANTA CLARA,
CALIF. 95050
404-247-4825

408

July 10, 1972

244-0780

John A. Britz
Executive Vice-President
Bally Manufacturing Corporation
2640 Belmont Avenue
Chicago, IL 60618

Dear John:

I was pleased to receive the contract and check and would like to thank you for your vote of confidence in my skill as an amusement engineer. I hope that our association can be long and mutually profitable.

It is my objective to deliver games on a soon as possible basis. My projected delivery date for the flipper mock-up is September 1, 1972 with the video game to be finished November 15.

The flipper mock-up is to be a radical departure from a standard four player. It is based on a three world theme in which each world has its own unique scoring and ball action with the ball traveling from world to world through feature opened gates. The progress on this machine would be speeded by the receipt of the drawings and parts we spoke of in June. These were:

- No 1. A set of working drawings of a four player flipper game (Fireball).
- No 2. A list of approximate prime cost of component parts.
- 3. A list of cost objectives concerning one player, two player, four player, and arcade pieces so that our design objectives can satisfy your profit requirements.
- 4. A parts kit which Mr. Lally and I spoke briefly of which would contain the basic parts in current production, i.e.
 - a. Several thumper bumpers
 - b. Several mushroom bumpers
 - c. Assorted posts and rubber bumpers
 - d. Coin unit assembly
 - e. Ball unit count assembly
 - f. 00-90 unit assembly

Britz Dep. Ex. No. 2 Id.
Date: 6/25/74
Reporter: [Signature]

- g. Player up unit assembly
- h. Four reel score assemblies
- i. Replay unit assembly
- j. Fifty volt transformer
- k. Flipper unit assemblies
- l. Score motor assembly .
- m. Assorted relays
- n. Kick out hole assemblies
- o. Gate assemblies
- p. Two uncut playboards
- q. Plunger assembly

There are many parts which we will ultimately need that will be ordered using the appropriate part number when we have the necessary paperwork. The above will be necessary to continue our work at maximum efficiency.

The video game has a hockey theme which has a great amount of two player speed and excitement. The features are: on screen digital scoring, goals, field markings, multidirectional hockey players with sticks, goal tender, puck with computer controlled motion to simulate actual ice characteristics.

I hope that in future travels you or your staff can drop by so that we can produce an optimum project, and get to know one another on a personal basis.

Hope to see you soon.

Sincerely yours,



Nolan K. Bushnell

cdv